Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	21	"5021976".pn. "5168441".pn. "5347466".pn. "5428740".pn. "5432894".pn. "5524187".pn. "5559995".pn. "5561745".pn. "5675746".pn. "5980096".pn. "5754189".pn. "6023270".pn. "5438526".pn. "5666297".pn. "5576946".pn. "5642467".pn. "5859964".pn. "5812134".pn. "5882206".pn. "5568404".pn. "6032084".pn.	USPAT	OR	OFF	2005/09/12 12:48
L2	244	703/7.ccls.	USPAT	OR	OFF	2005/09/12 12:50
L3	22	2 and (virtual adj reality)	USPAT	OR	OFF	2005/09/12 12:50
S1	2	"5021976".pn.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/09/12 12:43
S2	2	"6289299".pn.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/09/06 10:55
S3	73	345/633.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/09/09 11:08
S4	74	("5191644" | "5347306" | "5388990" | "5487143" | "5491743" | "5563988" | "5577187" | "5588914" | "5621904" | "5659691" | "5680558" | "5682506" | "5689669" | "5704837" | "5708764" | "5710897" | "5732232" | "5736982" | "5751289" | "5767855" | "5771042" | "5781229" | "5802296" | "5808613" | "5808614" | "5815156" | "5880731" | "5884029" | "5889951" | "5894307" | "5907328" | "5926179" | "5956038" | "5982372" | "5983003" | "6008814").PN. OR ("6057856").URPN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/09/09 11:28

S5	28	(virtual adj (reality environment) same (process adj (monitor$4 control$4 diagnos$5)))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/09/09 12:57
S6	0	(vrml) same (process adj (monitor$4 control$4 diagnos$5))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/09/09 12:57
S7	98	(vrml) and (process adj (monitor$4 control$4 diagnos$5))	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/09/09 13:11
S8	10	("5309485" | "5377247" | "5519740" | "5619433" | "5638413" | "5790616" | "5790618" | "6097399" | "6310929").PN. OR ("6404437"). URPN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/09/09 13:03
S9	3	S8 and ((("3" three) adj (d dimensional dimension)) (virtual adj (environment reality)) vrml)	US-PGPUB; USPAT; USOCR	OR	OFF	2005/09/09 13:04
S10	1302	700/83.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/09/09 13:11
S11	5	S10 and (vrml)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/09/09 13:11
S12	17	("4451895" | "4570217" | "5121319" | "5134560" | "5355317" | "5396265" | "5526478" | "5576946" | "5838588" | "5956665").PN. OR ("6282455").URPN.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/09/09 13:48
S13	1	(vrml) and (code adj window)	US-PGPUB; USPAT; USOCR	OR	OFF	2005/09/09 13:48
S14	16	(washing adj machine) and (floating adj point)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/09/09 17:29

Terms used **virtual reality process control** Found **79,341** of **160,906**

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1 Approach to nation-wide network simulation making virtual reality for telecommunication network management

Haruhisa Hasegawa, Akiya Inoue

December 1992 **Proceedings of the 24th conference on Winter simulation**

Full text available: pdf(541.62 KB) Additional Information: full citation, references, citings, index terms

2 Virtual reality, digital media, and computer games: Viewpoint motion control by body position in immersive projection display

Kikuo Asai, Noritaka Osawa, Yuji Y. Sugimoto, Yoshiaki Tanaka

March 2002 **Proceedings of the 2002 ACM symposium on Applied computing**

Full text available: pdf(528.66 KB) Additional Information: full citation, abstract, references, index terms

We have developed a vision-based interface based on body position for viewpoint control in an immersive projection display. The 3D position of the arms and head of the user are tracked by image processing without the need to attach devices to the user. This provides freedom of movement and increases the immersion in the virtual environment. Images are captured using two high-sensitivity monochrome cameras suitable for the dark condition in the projection display. The edges of both hands and the ...

Keywords: body position, image processing, immersive projection display, vision-based interface

3 Decoupled simulation in virtual reality with the MR toolkit

Chris Shaw, Mark Green, Jiandong Liang, Yunqi Sun

July 1993 **ACM Transactions on Information Systems (TOIS)**, Volume 11 Issue 3

Full text available: pdf(2.65 MB) Additional Information: full citation, references, citings, index terms

Keywords: interaactive 3D graphics, user interface software

4 Augmented reality as a design tool for mobile interfaces

Olav W. Bertelsen, Christina Nielsen

August 2000 **Proceedings of the conference on Designing interactive systems: processes, practices, methods, and techniques**

Full text available: pdf(297.11 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper challenges user interface paradigms for mobile devices, by using the technical classification of augmented reality interfaces as a thinking tool to develop ideas for interaction with mobile devices. The paper presents future work scenarios from a wastewater treatment plant embodying PDA applications derived from the classification of augmented reality interfaces. The focus on physical interaction with objects of work and with the mobile device provides us with a range of interact ...

Keywords: augmented reality, mobile computing, process control, thinking tools

5 Simulation of Real-Time Systems: An Object-Oriented Approach Supported by a Virtual Reality- Based Tool

Tereza Goncalves Kirner, Claudio Kirner

April 2005 **Proceedings of the 38th annual Symposium on Simulation**

Full text available: pdf(139.30 KB) Additional Information: full citation, abstract

This article intends to demonstrate the applicability and usefulness of Virtual Reality (VR) technology to support Real-Time Systems (RTS) simulations, as a form to evaluate the correctness of such systems. The Virtual Reality SIMulation (VR-SIM), a tool which incorporates VR modeling resources, is presented. This tool offers support to simulate the behavior of RTS, checking the scheduling of processes and timing constraints. The main conceps of RTS, simulation and VR are presented, the VR-SIM a ...

6 The structure of object transportation and orientation in human-computer interaction

Yanqing Wang, Christine L. MacKenzie, Valerie A. Summers, Kellogg S. Booth

January 1998 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available: pdf(1.11 MB) Additional Information: full citation, references, citings, index terms

Keywords: direct manipulation, information processing, input device, interface design, multi-deimensional control, virtual reality, visual conditions, visuomotor control

7 Virtual reality for palmtop computers

George W. Fitzmaurice, Shumin Zhai, Mark H. Chignell

July 1993 **ACM Transactions on Information Systems (TOIS)**, Volume 11 Issue 3

Full text available: pdf(2.73 MB) Additional Information: full citation, references, citings, index terms

Keywords: 3D control and display, palmtop computers, virtual reality

8 Steerable interactive television: virtual reality technology changes user interfaces of viewers and of program producers

Ronald Pose

January 2001 **Australian Computer Science Communications , Proceedings of the 2nd Australasian conference on User interface AUIC '01,** Volume 23 Issue 5

Full text available: pdf(919.44 KB) Additional Information: full citation, abstract, references

Publisher Site

Television has traditionally been a passive medium from the viewer's perspective. The viewer sits in front of the television receiver and passively absorbs what is presented. On the other hand immersive virtual reality systems engage the user and bring the user into the virtual world, often as a participant rather than just as an observer. This paper looks at applying virtual reality display technology, the Address Recalculation Pipeline, to the familiar technology of television. In so doing it ...

9 Animation: Building a virtual factory

Jochen Manfred Quick, Chao Zhu, Haibin Wang, Meehae Song, Wolfgang Müller-Wittig

June 2004 **Proceedings of the 2nd international conference on Computer graphics and interactive techniques in Australasia and Southe East Asia**

Full text available: pdf(332.18 KB) Additional Information: full citation, abstract, references, index terms

In this paper, we describe a visualisation system which helps simulation experts transform discrete simulation models and results into animated scenes in a virtual environment. The system aims to significantly reduce production costs and error sources during the generation process of visualisations. The means to achieve these goals are the development of a framework for the translation of simulation results into animations, reuse of animation elements, and the implementation of customization too ...

Keywords: animation, simulation, virtual factory, visualisation

10 Virtual reality and simulation: an overview

Robert Macredie, Simon J. E. Taylor, Xiaoning Yu, Richard Keeble

November 1996 **Proceedings of the 28th conference on Winter simulation**

Full text available: pdf(553.55 KB) Additional Information: full citation, references

11 A comparative analysis of virtual versus physical process-migration strategies for distributed modeling and simulation of mobile computing networks

Kwun Han, Sumit Ghosh

August 1998 **Wireless Networks,** Volume 4 Issue 5

Full text available: pdf(252.81 KB) Additional Information: full citation, abstract, references, index terms

Improvements in processor power and diminishing processor costs coupled with the potential of asynchronous, distributed algorithms promise to expand the frontier of mobile computing networks. In general, a mobile computing network consists of semi-autonomous or autonomous stationary and mobile agents that perform local computations, cooperate, and communicate among themselves to achieve a desired objective. While the stationary entities are connected through a static interconnection network ...

12 CAVEvis: distributed real-time visualization of time-varying scalar and vector fields using the CAVE virtual reality theater
Vijendra Jaswal
October 1997 **Proceedings of the 8th conference on Visualization '97**
Full text available: pdf(1.23 MB) Publisher Site Additional Information: full citation, references, citings, index terms

13 Interactive, agent based, modeling and simulation of virtual manufacturing assemblies
Yi Yan, S. Ramaswamy
April 1998 **Proceedings of the 36th annual Southeast regional conference**
Full text available: pdf(1.83 MB) Additional Information: full citation, references, index terms

14 Reality portals
Karl-Petter Åkesson, Kristian Simsarian
December 1999 **Proceedings of the ACM symposium on Virtual reality software and technology**
Full text available: pdf(1.58 MB) Additional Information: full citation, abstract, references, index terms

Through interactive augmented virtuality we provide the ability to interactively explore a remote space inside a virtual environment. This paper presents a tool and technique that can be used to create such virtual worlds that are augmented by video textures taken of real world objects. The system constructs and updates, in near real-time, a representation of the user-defined salient and relevant features of the real world. This technique has the advantage of constructing a virtual world th ...

Keywords: augmented virtuality, collborative virtual environments, environment visualization, teleoperation, video textures

15 Reaching for objects in VR displays: lag and frame rate
Colin Ware, Ravin Balakrishnan
December 1994 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 1 Issue 4
Full text available: pdf(1.54 MB) Additional Information: full citation, abstract, references, citings, index terms, review

This article reports the results from three experimental studies of reaching behavior in a head-coupled stereo display system with a hand-tracking subsystem for object selection. It is found that lag in the head-tracking system is relatively unimportant in predicting performance, whereas lag in the hand-tracking system is critical. The effect of hand lag can be modeled by means of a variation on Fitts' Law with the measured system lag introduced as a multiplicative variable to the Fitts' La ...

Keywords: Fitts' Law, Haptics, virtual reality

16 Contextual Virtual Interaction as Part of Ubiquitous Game Design and Development
Tony Manninen
January 2002 **Personal and Ubiquitous Computing**, Volume 6 Issue 5-6

Full text available: pdf(375.11 KB) Additional Information: full citation, abstract, index terms

This paper relates to the problems of designing rich interaction, in the context of multi-player games, that would adequately support communication, control and co-ordination. The aspects of fun and rich experiences, usually required within the entertainment context, are easily overlooked in technologically driven system design. The concepts of a future ubiquitous game can be difficult to comprehend and evaluate in cases where a fully functioning physical prototype is not an option. One solution ...

Keywords: Communication, Design process, Interaction design, Multi-player games, Networked virtual environments, Simulation

17 2-2 VRC in engineering: Development an interactive VR training for CNC machining

Wang Xiaoling, Zheng Peng, Wei Zhifang, Sun Yan, Luo Bin, Li Yangchun

June 2004 **Proceedings of the 2004 ACM SIGGRAPH international conference on Virtual Reality continuum and its applications in industry**

Full text available: pdf(301.17 KB) Additional Information: full citation, abstract, references, index terms

The article introduces the basic features of a VR training system for Computer Numerical Control (CNC). The system is designed and implemented based on the World ToolKit (WTK) software to support the interactive training for workpiece machining.

Keywords: WTK interaction, manufacturing process, virtual reality

18 Distributed virtual environment: Scalable predictive concurrency control for large distributed virtual environments with densely populated objects

Dongman Lee, Jeonghwa Yang, Soon J. Hyun

October 2000 **Proceedings of the ACM symposium on Virtual reality software and technology**

Full text available: pdf(706.88 KB) Additional Information: full citation, abstract, references, citings

We propose an enhanced prediction-based concurrency control scheme that supports the scalability of concurrency control for large distributed virtual environments especially where entities are highly populated and tend to gather closely. The prediction scheme is based on an entity-centric multicast group. Only the users surrounding a target entity multicast the ownership requests via an entity multicast group and become owner candidates. The current owner predicts the next owner among the owner ...

Keywords: Large scale distributed virtual environments, concurrency control, entity group, entity-centric multicast group, prediction scheme, scalability

19 Taking steps: the influence of a walking technique on presence in virtual reality

Mel Slater, Martin Usoh, Anthony Steed

September 1995 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 2 Issue 3

Full text available: pdf(1.85 MB) Additional Information: full citation, abstract, references, citings, index terms

This article presents an interactive technique for moving through an immersive virtual environment (or "virtual reality"). The technique is suitable for applications where locomotion is restricted to ground level. The technique is derived from the idea that presence in virtual environments may be enhanced the stronger the

match between proprioceptive information from human body movements and sensory feedback from the computer-generated displays. The technique is an attempt to si ...

Keywords: immersion, locomotion, navigation, neural networks, presence, virtual environments, virtual reality

20 Simulation modeling with artificial reality technology (SMART): an integration of virtual reality and simulation modeling

Hank Grant, Chuen-Ki Lai

December 1998 **Proceedings of the 30th conference on Winter simulation**

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1. **Non-minimum phase inverse filter methods for immersive audio rendering**
Mouchtaris, A.; Reveliotis, P.; Kyriakakis, C.;
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Volume 6, 15-19 March 1999 Page(s):3077 - 3080 vol.6
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Choi, I.; Bargar, R.;
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5. **Management and control in the virtual supply chain**
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6. **Application of virtual reality devices to the quantitative assessment of manual assembly forces in a factory environment**
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7. **The next generation: CAD/CAM/CAE**
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☐ **12. Physics-based modeling of musical instruments for interactive virtual reality**
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